

NEXT CENTURY

QC-30














By Franklin Electronic Publishers

Electronic
DICTIONARY

Words from Collins Dictionaries

USER'S MANUAL

Key Guide

- | | |
|--|--|
|  | View the main menu. |
|  | View a help message. |
|  | View the games menu. |
|  | View confusable words. |
|  | Clear to "ENTER your word:". |
|  | Turn the product on or off. |
|  | Go back, or erase a typed letter. |
|  | Type a question mark to stand for a letter. In games, end a round. |
|  | Type an asterisk to stand for any series of letters. In games, reveal an answer. |
|  | Enter a word, select a menu item, or start highlight in text. |
|  | Type a space or page down. |
|  | Scroll up or down or type punctuation. |
|  | Move the cursor or highlight. |

Getting Started

The first time you use this product, follow these steps.

1. Press ON/OFF.

A brief demonstration appears.

2. Press CLEAR.



Note: You can always view “ENTER your word:” by pressing CLEAR.

✓ Disabling the Demo

You probably do not want to view the demo every time you turn on this product. To disable the demo, select “Disable Demo” on the Setup menu. To enable it, select “Enable Demo.”

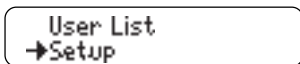
✓ Follow the Arrows

The flashing arrows at the right of the screen show which arrow keys you can press to view more text.

Changing Settings

You can change the font, shutoff timing, and screen contrast. The shutoff timing is how long the product stays on if you forget to turn it off.

1. Press **MENU**.
2. Press **↓** to point to “Setup”.



3. Press **ENTER**.
4. Press **↓** to point to a menu item.
5. Press **ENTER** to view its settings.
6. Move the pointer to a setting.
7. Press **ENTER** to select it.

✓ Help is at Hand

At almost any screen, you can view an appropriate help message by pressing **HELP**. To exit help, press **BACK**.

Finding Definitions

Most definitions include parts of speech labels, inflected forms, and hyphenation points. Here is how to look up a word.

1. Press **CLEAR**.

2. Type a word (e.g., “gesticulate”).

To erase letters, press **BACK**.

3. Press **ENTER**.



A screenshot of a word definition displayed in a rounded rectangular box. The word "gesticulate" is shown in a bold, monospaced font with hyphenation points (dots) above the 't' and 'u'. Below it, the word "intransitive" is shown in a smaller, italicized, monospaced font.

4. Press **↓** repeatedly to scroll down.
Or press **SPACE** to page down.



A screenshot of a word definition displayed in a rounded rectangular box. The text "use expressive" is on the first line and "movements of" is on the second line, both in a monospaced font.

5. Press **CLEAR** when finished.

✓ Typing Punctuation


At “ENTER your word:”, you can type an apostrophe by pressing **↑** or a full stop by pressing **↓**. *Note:* These punctuation marks cannot begin a word.

✓ **Correcting Misspellings**

When you enter a misspelled word, or a correctly spelled word not in this dictionary, a correction list appears. For example, enter “kawphy” and you see this.



→coffee
cuffed


Press  to point to the correct word.
Then press ENTER to view its definition.

✓ **Viewing Multiple Forms**

When you enter a word with more than one form in the dictionary, a list appears. For example, enter “am” and you see this.



→am
Am

Press  to point to the form you want.
Then press ENTER to view its definition.

Viewing Confusables™

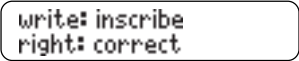
Confusables are commonly confused words. When you see CONF flash at the top of the screen, that word has Confusables. Try this example.

1. At “ENTER your word:”, type “write”.

2. Press ENTER.

Notice the CONF flash.

3. Press CONF.



write: inscribe
right: correct

An identifying word follows each Confusable.

4. Press ↵ to view more.

✓ Quick Confusables

If you already know that a word has Confusables, press CONF rather than ENTER after typing it at “ENTER your word:”. You’ll go directly to its Confusables list.

Finding Letters

To find unknown letters in words, type a question mark for each unknown letter.

1. At “**ENTER your word:**”, type a word with ?’s for letters.

ENTER your word:
conc??ve

2. Press **ENTER**.

→conceive
conclave

3. Press ↵ to view more matching words, if any.
4. Press **CLEAR**.

✓ Help for Word Games

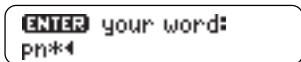
You can use ?’s to help solve cross-word puzzles and other word games.

For example, if the second letter of a five-letter word is H and its last letter is W, enter “?h??w” and then scroll down to view possible answers.

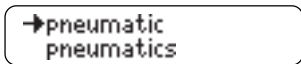
Finding Letters

To find prefixes, suffixes, or other fragments of a word, type one or more asterisks in the word. Each asterisk stands for any series of letters.

1. Type a word with one or more *'s.



2. Press ENTER.



3. Press ↵ to view more words.

4. Press ENTER to view a definition.

5. Press BACK to return to the list.

✓ Letter Finding Tips

You can type both ?'s and *'s in a word. However, if you type either at the start of the word, finding matching words may take a while. *Note:* You do not need to type consecutive *'s or a * next to a ?.

Highlighting Words to Define

In definitions and Confusables lists, you can highlight words and then view their definitions. Try this example.

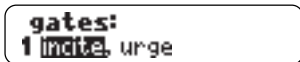
1. At “ENTER your word:”, type “instigate”.

2. Press ENTER.

3. Press ENTER again.

The first word is highlighted. You can turn off the highlight by pressing BACK.

4. Press ↵ to highlight “incite”.



gates:
1 **incite**, urge

5. Press ENTER to view its definition.



in+cite
transitive

6. Press BACK to return to the first definition.

Using the User List

In the User List, you can store words to define or to use in the games. You can even store words not in this dictionary. *Note:* The number of words the User List can store depends upon their length.

To add a word to the User List:

- 1. Go to a definition or a correction list.**
- 2. Press MENU.**
- 3. Press ENTER to select “User List”.**



→View list
Add "incite"

This is a sample screen. The main word of the definition, or the correction next to the pointer, appears after “Add. . .” .

Note: If “Add. . .” does not appear, the word may already be in the User List.

- 4. Press ↵ to point to “Add. . .”.**
- 5. Press ENTER to add the word.**
- 6. Press CLEAR.**

✓ **Adding Highlighted Words**

You can also add a word from a definition or Confusables list by highlighting it and then following the steps on p. 10. Read p. 9 to learn how to highlight words.

✓ **Adding Nondictionary Words**

To add a word not in this dictionary (e.g., “ninja”), type it at “ENTER your word:” and press MENU. Then select “Add. . .” from the User List menu.


After selecting “Add. . .”, a special menu appears. Move the pointer to a menu item and then press ENTER to cancel the addition, add the word, or spell-correct the word.

Note: You cannot view the definition of a nondictionary word in the User List. If you select such a word, “Only in User List” appears.


Using the User List

Once you have added words to the User List, you can view or remove them.

To view the User List:

1. Select “User List” from the main menu.
2. Press ENTER to select “View list”.
3. Press  to point to a word.
4. Press ENTER to view its definition.
5. Press BACK to return to the list.

To remove a word from the User List:

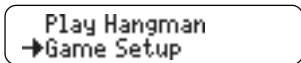
1. Select “User List” from the main menu.
2. Move the pointer to “Remove word”.
3. Press ENTER.
4. Press  to point to a word.
5. Press ENTER to remove the word.

Selecting Game Settings

You can play the games with word lists of various difficulty and with words of various lengths. Your settings apply to both games until you change them.

1. Press GAMES.

2. Press ↵ to point to “Game Setup”.



3. Press ENTER.

4. Move the pointer to either “Word List” or “Word Length”.

5. Press ENTER.

6. Move the pointer to a setting.

7. Press ENTER to select it.

✓ Typing Game Words

If you select “Type them in” as the word list, you will be prompted to enter a game word after you select a game.

Playing Anagrams

In Anagrams, you try to guess all the anagrams of a word. An anagram is made from some or all of the letters of another word.

1. Press **GAMES**.
2. Press **ENTER** to select “Play Anagrams”.

income	18
4	

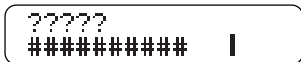
word anagrams remaining

3. Type an anagram.
4. Press **ENTER**.
5. Enter more anagrams.
6. Press ↵ to view the anagrams you have entered.
7. Press * to shuffle letters.
8. Press ? and then ↵ to view all the answers.
9. Press **SPACE** to play a new round.

Playing Hangman

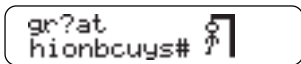
Hangman challenges you to guess the letters of a mystery word in a number of tries.

1. Press **GAMES**.
2. Move the pointer to “Play Hangman”.
3. Press **ENTER**.



?—mystery word, #—tries left

4. Type letters.



5. Press ***** to reveal a letter.
6. Press **?** to reveal the word.
7. Press **ENTER** to play a new round.

✓ Viewing Game Words

After playing a round of Anagrams or Hangman, you can view definitions of the game word(s) by pressing **ENTER**. To return to the game, press **BACK**.

Product Care

Replacing the Battery

This product uses one CR2032, 3-volt lithium battery. Should you need to replace the battery, unscrew the screws on the back with a very fine screwdriver and carefully remove the back cover. Install a new battery, plus sign facing you, and replace the cover.

Hardware

- LCD: 17 x 79 continuous pixel
- CPU: 65C02
- size: 6.9 x 10.1 x 0.8 in.
- weight: 3.5 oz.

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty. If you purchased this product outside the United States, contact the place of purchase to obtain warranty or repair information.

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Warranty (U.K. only)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials. Products returned under warranty should be sent to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.